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Filed: September 4, 2003
Amdt. dated 05/16/2005

Amendments to the Claims

Please delete Claims 1-11, amend Claim 12, and add New Claims 13-16 as follows.

1.   (Deleted) A method of providing multiple tile shapes from one tile mold, comprising the steps of:

providing a first tile shape by use of said tile mold; and

providing a second tile shape by providing a channel configured to facilitate breakage of the second tile shape into two separate tiles.

2.   (Deleted) The method of claim 1, wherein two similar shapes are provided for said second tile.

3.   (Deleted) The method of claim 1 wherein said first tile shape is an S-tile shape and said two separate tiles of said second tile shape are two-Piece Mission tile shapes, one being a "cap" type and one being a "pan" type.

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    4.   **(Deleted)** A method of providing multiple tile shapes from one tile mold, comprising the steps of:

        providing a first tile shape by use of said tile mold and a first slipper;

        providing a second tile shape by use of said tile mold and a second slipper providing a separation channel; and

        breaking said second tile shape along said separation channel.

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5.   (Deleted) A method of providing a tile shape, simulating two tile shapes, from one tile mold, comprising the steps of:

providing a first tile shape by use of said tile mold; and

providing the simulation of two separate second tile shapes by a single tile shape by providing a simulation interface channel at a location between two portions of said first tile.

6.   (Deleted) The method of claim 5, wherein two similar shapes are simulated for said second tile shapes.

7.   (Deleted) The method of claim 5 wherein said first tile shape is an S-tile shape and said second tile shapes are Mission tile shapes.

8.   (Deleted) The method of claim 5 wherein said simulation interface channel is darkened to provide a shadow effect.

9.   (Deleted) The method of claim 5 wherein said simulation interface channel is rectangular.

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10. (Deleted) A method of providing a single tile simulating multiple tile shapes from one tile mold, comprising the steps of:

providing a first tile shape by use of said tile mold and a first slipper; and

providing a second tile shape by use of said tile mold and a second slipper, said second slipper providing a simulation interface channel.

11. (Deleted) A method of providing multiple tile shapes from one tile mold, comprising the steps of:

providing a first tile shape by use of said tile mold;

providing a second tile shape by providing a breakage channel configured to facilitate breakage of the second tile shape into two separate tiles;

forming a plurality of said second tile shapes; and

breaking only a portion of said plurality of said second tile shapes.

12. (Currently Amended) A method of providing a roof structure **by use of a tile mold**, comprising the steps of:

providing a first tile shape by use of said tile mold, said first tile shape having a generally "S"-shaped transverse cross section and including a cap portion;

providing a second tile shape having a generally "S"-shaped transverse cross section second tile shape but also including a pair of breakage channels configured to facilitate breakage of the second tile shape into three sections, two of which simulate mission-shaped tiles having a generally "C"-shaped transverse cross section, having differing lengths;

installing said first tile shape atop a supporting structure; and

attaching the shorter of the two mission-shaped tiles atop the cap portion of said S-shaped tile.

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13.   (New) A method of providing a roof structure by use of a tile mold, comprising the steps of:

providing a first tile shape by use of said tile mold, said first tile shape having a generally "S"-shaped transverse cross section and including a cap portion;

providing a second tile shape having a generally "S"-shaped transverse cross section second tile shape but also including a pair of breakage channels configured to facilitate breakage of the second tile shape into three sections, two of which simulate mission-shaped tiles having a generally "C"-shaped transverse cross section, having differing lengths;

installing said first tile shape atop a supporting structure; and

attaching one of the two mission-shaped tiles atop the cap portion of said S-shaped tile.

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14.   (New) A method of providing a roof structure by use of a tile mold, comprising the steps of:

providing a first tile shape by use of said tile mold, said first tile shape having a generally "S"-shaped transverse cross section and including a cap portion;

providing a second tile shape having a generally "S"-shaped transverse cross section second tile shape but also including a pair of breakage channels configured to facilitate breakage of the second tile shape into three sections, two of which simulate mission-shaped tiles having a generally "C"-shaped transverse cross section, having differing lengths;

installing said first tile shape atop a supporting structure; and

attaching one of said three sections of said second tile shape atop the cap portion of said S-shaped tile.

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15.   (New) A method of providing multiple tile shapes from one tile mold, comprising the steps of:

providing a first tile shape by use of said tile mold and a first slipper, said first tile shape being an S-tile shape;

providing a second tile shape by use of said tile mold and a second slipper providing a separation channel , said second tile shape also being an S-tile shape; and

breaking said second tile shape along said separation channel, such that said second S-tile shape is converted to two Mission tile shapes, one being a "cap" type and one being a "pan" type.

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    16.   (New) A method of providing a single tile simulating multiple tile shapes from one tile mold, comprising the steps of:

        providing a first tile shape by use of said tile mold and a first slipper, said first tile shape being an S-tile shape; and

        providing a second tile shape by use of said tile mold and a second slipper, said first tile shape being an S-tile shape, said second slipper providing a simulation interface channel such that said S-tile shape simulates two mission-shaped tiles each having a generally "C"-shaped transverse cross section.